

XBOX  
LIVE  
ONLINE ENABLED

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MIDWAY



Language

Mild Violence

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INSTRUCTION MANUAL

MIDWAY

# WARNING

## Safety Information

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

### Avoid Damage to Your Television

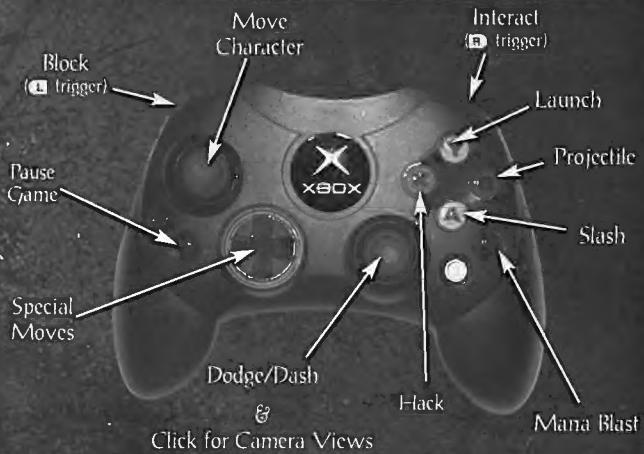
**Do not use with certain televisions!** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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# DEFAULT CONTROLS



## HACK

A powerful attack that breaks blocks. It can be dodged.

## SLASH

A sweeping attack that affects multiple enemies, can be blocked.

## LAUNCH

An attack that launches enemies into the air, can be blocked.

## PROJECTILE

Ranged attack, can be blocked.

## BLOCK

Block enemy attacks. Must be held to continue blocking.

## INTERACT

Press to interact with chests and switches. Hold to turn crank switches.

## MANA BLAST

Area of Effect attack that does heavy damage to all enemies onscreen. Weaker enemies will be destroyed by this attack. When the enemy "Death" appears, he can only be defeated with an Mana Blast attack.

# THE STORY

(As told by the Emperors Ghost)

I, the former Emperor of the once mighty Uriconti Empire, am now nothing more than a ghost, cursed to roam this world alone for my sins against the 4 immortal heroes. Mine is a story of betrayal, and the sorrows it has sown. It is a betrayal caused by my own hand against the 4 great heroes of my time. They were immortals, yet they served me, the Emperor, with loyalty and valor. They were known throughout our world by simple names that befit the personas which they displayed. They were the Warrior, the Valkyrie, the Wizard, and the Elf. Great deeds had been done by the 4 to maintain the balance of civilization and to spread the Empire throughout the barbaric regions of our world, but they did not see the threat that came from the heart of our Empire, the threat that was my doing.

The 4 had always trusted my wisdom and judgment, but they did not know that there was a dark spot at the core of me, a desire for something that I coveted more than the power of the Empire itself. It was their very immortality that I desired. I had 6 trusted advisors at that time, and they were men of magical skills and power who had stood by me through good and bad times. It was unknown to me then, but one of them did covet both my position and the immortality of the heroes as well. He spoke cunning words to me in the days of my weakness that turned my heart against the heroes and fully convinced me that the heroes themselves were a threat to all that I had accomplished. My thoughts grew dark and then I began to plot with my 6 advisors to magically steal the very immortality of the heroes. We lured the heroes to one place at one time, magically trapped them there and then bound them to the Great Tree Rii' Malki which grew its very roots into the nexus of magical energy at the bottom of the world.

This horrible deed of betraying the 4 immortal heroes was the first of my seven sorrows and the only one which was in my power to undo. After the imprisonment of the heroes, the 6 turned on me as well, yet before I died, I used what magical energy that I had gained to destroy the great tree and to free the 4 heroes. I also left the heroes a message, begging their forgiveness for my betrayal and asking them to take up the mission to stop the 6 who would use their powers to ruin our world. So yes, I freed them, my 4 loyal heroes, the ones whose counsel I should never have dismissed. And now they must journey through the lands of our world to set right the wrongs that my betrayal and that of the 6 evil advisors have wrought. It is a world now made hostile and monstrous through the misdeeds of the evil men. Those 6 wicked men have taken up various forms, and using their new powers for dark magic, each now grows stronger as they bring a reign of chaos and terror upon our world. The heroes must seek out the 6 and destroy them all in battle to end the chaos and set right what my lack of judgment has wrought. All will be set right if the heroes can triumph. For the sake of our world, I hope they do.

## ELF COMBAT MOVES

Attack Name	Description	Combo	Alt. Combo 1	Alt. Combo 2
Chop	Overhand chop attack. Breaks blocks.	A	Y A	A A A A A A
Cloud Wind	Airborne knife-chop attack. Breaks blocks.	Y A	A A A A A A	A A A A A A
Crush	Powerful overhead crushing blow. Breaks blocks.	A A A	A Y	X X X X X X
Desecrate	Upward stroke that launches multiple foes.	A A	A A	A A
Double Chop	More powerful following chop. Breaks blocks.	A A	A A	A A
Double Slash	More powerful follow-up slash.	A A	L + Y	L + Y
Falcon's Launch	Backflip attack from block launches foes.	L + Y	L + A	L + A
Grasscutter	Ground attack for use on prone targets.	L + A	L + A	L + A
Island Storm	Blinding blast of damaging cold to large area.	L + A	L + A	L + A
Northern Slash	Leaping spin. Knocks down, breaks blocks, stuns.	L + A	L + A	L + A
Northern Star	Massive leaping crush. Hits large area.	L + A	L + A	L + A
Nusbreake	Dashing counterattack knocks back.	L + A	L + A	L + A
Queen's Defense	Pulls in enemies, then blasts them away.	L + A	A A A	A A A A A A
Queen's Retaliation	Spinning knockdown attack. Breaks blocks, stuns.	A A A	A A A A A A	A A A A A A
Rebel's Trick	Low slashing cut. Traps opponents.	A A	A A	A A A A A A
Slash	Basic slash attack. Hits multiple enemies.	A	A	A A A A A A
South Harvest	Powerful knuckleback slash, igniting enemies.	A	A	A A A A A A
Triple Slash	Stronger backslash attack. Hits multiple enemies.	A A A	A A A	A A A A A A
Wing Swipe	Basic launching maneuver.	Y	Y	Y

## VALKYRIE COMBAT MOVES

Attack Name	Description	Combo	Alt. Combo 1	Alt. Combo 2
Chop	Overhand chop attack. Breaks blocks.	A	Y A	A A A A A A
Cloud Wind	Airborne knife-chop attack. Breaks blocks.	Y A	A A A A A A	A A A A A A
Crush	Powerful overhead crushing blow. Breaks blocks.	A A A	A Y	X X X X X X
Desecrate	Upward stroke that launches multiple foes.	A A	A A	A A
Double Chop	More powerful following chop. Breaks blocks.	A A	A A	A A
Double Slash	More powerful follow-up slash.	A A	L + Y	L + Y
Falcon's Launch	Backflip attack from block launches foes.	L + Y	L + A	L + A
Grasscutter	Ground attack for use on prone targets.	L + A	L + A	L + A
Island Storm	Blinding blast of damaging cold to large area.	L + A	L + A	L + A
Northern Slash	Leaping spin. Knocks down, breaks blocks, stuns.	L + A	L + A	L + A
Northern Star	Massive leaping crush. Hits large area.	L + A	L + A	L + A
Nusbreake	Dashing counterattack knocks back.	L + A	L + A	L + A
Queen's Defense	Pulls in enemies, then blasts them away.	L + A	A A A	A A A A A A
Queen's Retaliation	Spinning knockdown attack. Breaks blocks, stuns.	A A A	A A A A A A	A A A A A A
Rebel's Trick	Low slashing cut. Traps opponents.	A A	A A	A A A A A A
Slash	Basic slash attack. Hits multiple enemies.	A	A	A A A A A A
South Harvest	Powerful knuckleback slash, igniting enemies.	A	A	A A A A A A
Triple Slash	Stronger backslash attack. Hits multiple enemies.	A A A	A A A	A A A A A A
Wing Swipe	Basic launching maneuver.	Y	Y	Y

## WARRIOR COMBAT MOVES

Attack Name	Description	Combo	Alt. Combo 1
Backslash	Sweeping attack hits multiple enemies.	A.A	
Double Wedge	More powerful hack attack. Breaks blocks.	X.X	
Elbow Drive	Counterattack. Knocks back.	L + X	
Hand of the Heavens	Smashing face blow. Knocks down, breaks blocks.	X.A	
Isle Bite	Spinning attack hits all surrounding foes.	A.A.A	
Isle Defense	Devastating circular knockdown attack. Breaks blocks.	↑	
Isle Reaver	Massive sweep attack. Sends foes flying.	X.X.A	
Isle's Flight	Launches enemy with upward slash.	Y	
Noble Vault	Vaulting backflip from block. Launches foes.	L + Y	
Oathbreaker's Nitch	Long-range burning attack. Breaks blocks.	↓	
Reign of Blades	Burn launched enemy with spinning axe throw.	Y.X	
Soldier's Mercy	Ground attack, for use on prone and small foes.	L + A	
Soul Reaper	Massive sweeping blow, setting foes ablaze.	A.X	
Stonecutter	Massive crushing blow. Launches nearby enemies.	↓	
Trees Cutter	Basic slash attack, hits multiple foes.	A	
Triple Wedge	Strong crushing attack. Knocks down, breaks blocks.	X.X.X	
Vortex	Whirlwind axe mawmeow. Pulls in enemies, stuns.	↑	
Wedge	Basic hack attack. Breaks blocks.	X	

## WIZARD COMBAT MOVES

Attack Name	Description	Combo	Alt. Combo 1
Bounding Stone	Draws all nearby foes together. Breaks blocks.	◀	
Galactic Spiral	Celestial fireballs down, burning nearby enemies.	◀	
Half Moon	Farthest wave of energy. Knocks down, breaks blocks.	X.XX	
Menor Empun	Rings of erupting stones! Launch foes, break blocks..	↑	
Moon Circle	Energy rings spiraling outward. Blinds enemies.	A.X	
Path of Moons	Second defensive ring of energy. Knocks back foes.	A.A	
Path of Sky	Defensive ring of energy. Knocks back foes.	A	
Path of Stars	Ring of massive energy. Breaks blocks, stuns.	↓	
Quarter Moon	Focused wave of energy. Breaks blocks.	X	
Shadow Dive	Ground attack, for use on prone and small foes.	L + A	
Soul Menhir	Destroys target and creates area of effect attack.	X.XA	
Stellar Beacons	Burst of magic circles cause chain reaction damage.	A.A.X	
Stellar Repulsion	Strong electrical jolt. Knocks back far distance.	X.A	
Tidal Pull	Launches foe over attacker's head from long range.	X.X.Y	
Tidal Push	Basic launch attack to distant enemy.	Y	
Twin Tides	Counterattack knocks down foes in front and behind.	L + X	
Waving Moon	Second wave of energy. Breaks blocks.	X.X	

# MAIN MENU

## START GAME

### DIFFICULTY

This option takes you directly to the Difficulty screen. Choose from Beginner, Normal (default), Difficult or Impossible. Once you select a difficulty, you'll go to the Character Selection Screen to choose a fighter and start your game.

### CHARACTER SELECTION

Each player must press the **A** button to get started. Once a hero appears, press the directional buttons **↔** or **→** to select a character.



### XBOX LIVE®

See XBox Live, pg. II - 12.

### LOAD GAME

If you've played and saved a previous game, select this option to access your hard disk. You can then select your saved game and characters then continue your saved game.

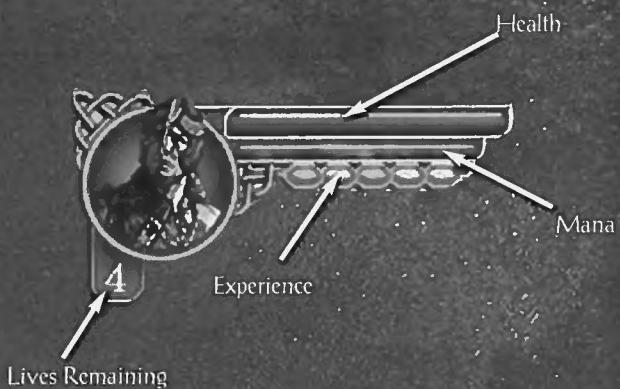
### OPTIONS

Press the D-pad **↑** or **↓** to make volume adjustments to the Music, Effects or Voice. Do the same for Brightness if the screen looks a little dark. You can also turn the Vibration feature of your controller On or Off.

### EXTRAS

View Credits and an upcoming game Trailer.

# THE HUD



### EXPERIENCE

Experience is gained by killing enemies and generators. The more powerful the enemy the more experience a player will gain. Hand to hand combat increases experience. The meter illuminates green as you gain Experience. Once all five green points in the meter are full, you'll level up. When you level up, your Health and Mana will be refilled.

### HEALTH

If Health diminishes completely, you're finished. There are a few ways to gain full health, but mostly you'll stay alive by picking up food. If you have full health, you will not be able to pick up food.

### MANA

This blue bar fills up over time. When completely full, you can unleash a Mana Blast by pressing the **O** button. The Mana meter can also be depleted when using certain special combos.

# XBOX LIVE

## TAKE GAUNTLET: SEVEN SORROWS BEYOND THE BOX

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friend's List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

### CONNECTING

Before you can play Gauntlet: Seven Sorrows on Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see [www.xbox.com/connect](http://www.xbox.com/connect) and select your country.

### SIGNING IN

Before you can access Xbox Live, you'll need an Xbox Live Gamertag. Consult your Xbox Live documentation for instructions on creating a Gamertag. Gamertags are obtained when you create an Xbox Live account. They can be read from your hard disk.

Press the **A** button to go to the Xbox Live Sign In screen. Once you're there, your Gamertag will be displayed. Highlight your Gamertag, then press the **A** button. If your Gamertag is protected by a pass code, you will then be asked to enter your pass code.

### QUICK MATCH

Xbox Live will look for the best game for you to join. When a game is found, you'll join the battle.

Quick Match will give preference to finding games that provide the best gameplay experience, using factors such as player skill, network conditions, and server modifications.



# XBOX LIVE

### OPTIMATCH

OptiMatch allows you to search Xbox Live for game hosts that match your exact specifications. You can specify a Map and Difficulty before you begin your game. Press the D-pad **←** or **→** to adjust the options.

### CREATE MATCH

You can create your own Xbox Live play session with this option. You can specify a Map and Difficulty before you begin your game. Press the D-pad **←** or **→** to adjust the options.

### FRIENDS LIST

Use this option to add your friends' names to your Friends List. When you sign in, you can select this option and see if your listed friends are online.

### RECENT PLAYERS LIST

This option gives you a list of the players you've most recently played online.

### SIGN OUT

Select this option to sign out of Xbox Live.

## XBOX LIVE OPTIONS

While playing a game on Xbox Live, press the **O** button to view the Pause Options Menu. Along with Recent Players List and Friends List options, these are the options available:

### VOICE THROUGH SPEAKERS

With this option ON, voice from other players will be heard through the system speakers.

### VOICE VOLUME

Press the D-pad **←** or **→** to increase or decrease the voice volume.

### APPEAR ONLINE/OFFLINE

Choose to hide or show your Xbox Live Online Status from other users.



# GAUNTLET HEROES



## WARRIOR (ATHALBRANDR)

The warrior was born over three hundred years ago on the northern islands of Heima. The warrior is quick to anger and slow to forgive. He believes in trading an eye for an eye, and always gives as good as he receives. He is a grim man, not fond of jokes or sarcasm.

He has a short temper with people who are abusive or cruelly witty. He does not believe in mercy for the wicked. Though he hates people obsessed with social custom and status, he finds them more pathetic than despicable. As a boy, it quickly became apparent that the warrior was far from an ordinary person. Learned men told the parents that the child had been born "blessed". In fact, he was so blessed and so powerful that the child was already capable of heroic deeds and he would be truly awe-inspiring when he reached maturity. The scholars' words were true, and the farmer's son was quickly elevated to a retainer of the king, one of three blessed warriors in that ruler's company.

Over the course of many battles, the warrior proved that his capabilities extended far beyond those of the other two blessed immortals. His station within the kingdom was elevated even more. As his importance rose, his intolerance for what he saw as injustice grew even more quickly. Not all of the kings he served were honorable, and though the world seemed to grow smaller every day, the rigid traditions and social mores of Heima did not budge. The oaths of his people became silly formalities to the warrior. He grew tired of what he saw as foolish observances of social custom and the rigid application of the law. The

kings of Heima were lucky that their transgressions were relatively slight in the eyes of the warrior. To cool his temper with wisdom, they assigned valkyries from Northis to protect the warrior. All of them died in battle. Only someone of extraordinary capabilities could hope to survive the intense brutality that he endured.

When a blessed valkyrie was born — blessed in the same manner as the warrior with immortality — she was groomed to be his companion. The warrior grudgingly accepted this valkyrie, but did his best to ignore all of the counsel she gave. Eventually the warrior moved on to serve the Emperor who united the kingdoms of their world, little knowing that this same man would betray him and his fellow immortals. His hate for the evil 6 Imperial advisers was the greatest of all the immortals.

## ELF (IDAIN)

Born and raised in an underground Ailura city near the plains of the migrant Serpent Eaters, the elf was the youngest of the 4 immortal heroes. The elf is a friendly, naive person with a positive outlook on life and an optimistic attitude toward what happens around him. His learning is informed more by idyllic philosophies than personal experience in the harsh world. Brutality and cynicism fill Idain with sadness, but he always maintains hope that the world can be better tomorrow than it is today. As a child the elders discerned that he was an immortal.



When he reached adulthood, he rose to a position of prominence in the council of his community. His intelligence, compassion, and curiosity were valued highly. When war came to the plains above their community, the council argued about whether they should help the Serpent Eaters fight the empire or stay out of the conflict. He saw that the Empire was bringing civilization to the nations of the world so he chose to serve the Emperor, little knowing that fate would bring a cruel twist to this allegiance. The elf would not abandon his immortal companions and would quest with them to destroy the evil 6 Imperial advisers.

# GAUNTLET HEROES



## VALKYRIE (RAGNEITHUR)

The valkyrie was born almost three hundred years ago on Northis, the smaller of the two islands of Heima. The valkyrie is forthright, protective, and torn by inner conflict. She regrets not having helped the warrior when he needed her, but she believes deeply in the oaths and vows that she made to the king and even to the Emperor who betrayed her. She is slow to anger, slow to take vengeance, but quick to intervene when problems arise between people. She respects those who value honor, kindness, and loyalty. The only people who invoke her scorn are those who stand for nothing but themselves.

On Northis, women give birth to valkyries, guardians to selected male (and occasional female) warriors from Suthurhöfn. Valkyries are typically more well-educated and even-tempered than their warrior counterparts, and are meant to serve as protective and cautious influences over their charges. In the case of this particular valkyrie, she was chosen to serve as the guardian of the blessed immortal warrior Athalbrandr. Ragnethir was the only valkyrie ever born as an immortal; so she alone was capable of withstanding the same level of punishment as her companion.

During the valkyrie's training, the Winter Queen of Northis believed that Ragnethir was exceptional in her wisdom, bravery, and moral virtue. Given the warrior's brash attitude, her extraordinary talents were necessary. While those around her blindly clung to the traditions of Heima culture, the valkyrie had the wisdom and independence to embrace her culture while maintaining her own sense of morality. When the king of Heima made a treaty with the empire, she was upset, but did not defy his commands. She served the Emperor loyally until his betrayal of her and the 4 immortal heroes. Then she followed her oath and her warrior to rid the world of the evil 6 Imperial advisers.

## WIZARD (MADOC)

The oldest of the four immortals, the wizard was born four centuries ago in the land from which the Serpent Eaters migrated, the plains of Gwaedmae. The wizard speaks and thinks in terms of time: seasons, tides, phases of the moon, stages of the heavens. He rarely is concerned with "pressing matters". He is usually the calmest in any situation, no matter how horrible. The wizard is often considered to be cold-hearted because of his detached, passive attitude toward even the most awful atrocities in the world. His black eyes reflect the chaos of the world, absorbing nothing. The wizard was born into the wild tribe of the Helwyr Gorau and was educated as an astronomer and priest.

Because the Serpent Eaters had much knowledge of magic, the early talents of the wizard did not seem particularly exceptional among the ranks of the magicians, but his immortal status would lead to his gathering of much knowledge concerning the magical arts. As his powers developed, he became even more attuned to the energy around him, and he mastered the astrological manipulation of magical forces in a startling amount of time. As with all priests of the Gwaedmae, the Wizard was also a leader of his people on the field of battle, and his forces were always victorious, making him utterly loathed by imperial forces and their allies. Yet the Emperor found his powers to be useful, like those of the other immortal heroes and convinced the wizard to join his cause to bring civilization to the world.

For all his power, the wizard was not prepared for the turn of events that would lead to his betrayal by the Emperor he served. His hate for the evil 6 Imperial advisers became nearly as severe as that of the warrior.



# PICKUPS

## FOOD

Turkey: Restores full health

Cheese: Restores some health

Ham: Restores a small amount of health



## CHESTS

### GOLD CHEST

These chests contain gold. Use the gold you pick up to buy new skills at the end of each level.



### ITEM CHEST

Upgrade your weapon or your armor. All players get the upgrade whenever a chest is opened.



## BREAKABLES

### BARRELS, CRATES & VASES

Sometimes these objects drop food.



## UPGRADES

Each character can upgrade their armor four times and their weapon four times. Each level of armor provides more defense, each level of weapon does more damage.

## SWITCHES

There are basically four kinds of switches. Crank switches and floor switches are pretty basic, push switches more complex.

### FLOOR SWITCHES

Walk up and press the **B** trigger.



### TARGET SWITCHES

You'll need to shoot these switches to activate them.



# PICKUPS

## CRANK SWITCHES

Walk up, press and hold the **B** trigger until the crank switch has completed going around. Being hit while cranking a switch will cause the player to stop cranking, and the switch will return to its original position.



## PUSH SWITCHES

Not really switches, but pushable objects with a circular icon. Approach the object, press and hold the **B** trigger, then walk forward to push the object.



## INTERACTIVE OBJECTS

A series of concentric rings surround these objects. Walk up to them and press the Interact button.



## KEYS

Pick up keys to open doors and deactivate magic gates.

### SILVER KEY



### GOLD KEY



### MAGIC KEY



## TELEPORTERS

To activate a teleporter, ALL players in the game have to stand on the teleporter at the same time. After a brief moment to activate, the players will arrive at the teleporter's destination.



Teleporters often have to be activated before players can use them.

## LEVEL END

There is always a portal that appears at the level end to show the player that they can continue on to the next level.

# CREDITS

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## MUSIC

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 Inon Zur, Rednote Audio & Alistair Cooper

## MUSIC PERFORMED BY THE SEATTLE NORTHWEST SYMPHONY

Orchestrator ..... Paul Taylor  
 Vocals ..... Regan Kerwin

## VOICE ACTORS

Voice Casting & Direction ..... Lani Minella  
 The Narrator ..... Max McGill  
 The Emperor ..... Alexander Brandon  
 The Warrior ..... Sal DiVita  
 Elf ..... Liam O'Brien  
 Wizard ..... Sam Mowry  
 Valkyne ..... Lani Minella

## MARKETING & PUBLIC RELATIONS

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 Director, Marketing ..... Tim Granich  
 Director of Public Relations ..... Reilly Brennan  
 Public Relations Manager ..... Natalie Saltzman  
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 Channel Marketing Manager ..... Jill Kogut  
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 Manager of Sales Analysis ..... Mike Hocevar  
 Sales/Marketing Assistant ..... Marcella Lopez

# CREDITS

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## SPECIAL THANKS

John Romero, Hugh Falk, Mike Cuevas, Brian Nestor, David Maldonado, Jess Dominguez, Danilo Buendia, Joseph Watson, Allen Alexander, Carolyn Tejirin, Kevin Wang, Tom Hall, Lia McArthur, Jennifer Zodrow, Jeanette Brandon, Blair & Gavin & Ian Buchanan, Ramsey Hanna, Craig Galley, Dave Ollman, Tom Vykruka, Stu Denman, Troy Gilbert, Al Murray, Io-T-26 Digital Type Foundry for some Licensed Fonts, The Ayzenberg Group, Tangible Media, Pod9, Hammer Creative, and to Lydian Ione, Rafael Lopez and Mike Gollom at Technicolor, Mike Singleton, Jocelyn Weiss & Antoine Tandin of Komodo Entertainment Software, SA

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# CREDITS

## ACT3 STUDIO

### ANIMATION TEAM PRODUCTION & LEADS

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### ANIMATORS, MODELERS, VFX ARTISTS, & COMPOSITORS

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